

**DERWENT-ACC-** 2002-721120

**NO:**

**DERWENT-** 200278

**WEEK:**

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**TITLE:** Method for bestseller prediction/exploration and portal service of cultural goods through virtual stock investment game

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**PATENT-ASSIGNEE:** JANG J S[JANGI]

**PRIORITY-DATA:** 2000KR-0071725 (November 29, 2000)

**PATENT-FAMILY:**

<b>PUB-NO</b>	<b>PUB-DATE</b>	<b>LANGUAGE</b>	<b>PAGES</b>	<b>MAIN-IPC</b>
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**APPLICATION-DATA:**

<b>PUB-NO</b>	<b>APPL-DESCRIPTOR</b>	<b>APPL-NO</b>	<b>APPL-DATE</b>
KR2002042036A	N/A	2000KR-0071725	November 29, 2000

**INT-CL (IPC):** G06F017/60

**ABSTRACTED-PUB-NO:** KR2002042036A

**BASIC-ABSTRACT:**

**NOVELTY** - A method for the bestseller prediction/exploration and a portal service of the cultural goods through a virtual stock investment game is provided to make a cultural goods provider easily plan a marketing plan and to promote the formation of the healthy cultural space and the development of a cultural industry.

**DETAILED DESCRIPTION** - The method comprises the steps of listing various kinds of cultural goods to a virtual stock market on a cultural stock game server(100) through a valuation process, paying the cyber money for the stock investment according that a customer(200) registers to the game server as a member, databasing the investment information of the customer, displaying various kinds of stock information on a web, and calculating a rank of the dealing volume and the stock price by each cultural goods and selecting displaying a bestseller goods of each category on the web. The virtual profit obtained by the customer is exchanged into the transaction cyber money according to a preset ratio and the customer buys the cultural goods by connecting to the cultural goods provider(300) and paying the price with the transaction cyber money or the on-line cyber money.

**CHOSEN-** Dwg.1/10  
**DRAWING:**

**TITLE-TERMS:** METHOD PREDICT EXPLORATION PORTAL SERVICE CULTURE GOODS  
THROUGH VIRTUAL STOCK INVESTMENT GAME

**DERWENT-CLASS:** T01

**EPI-CODES:** T01-J05A;